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4. (Proposed - Currently Amended) A computer-readable recording medium that stores a compiler program which compiles source codes made for a first execution environment where a command for performing a pointer operation can be directly executed into execution codes for a second execution—environment where a command for performing a pointer operation cannot be directly executed, the compiler program making a computer execute:

a source code reading procedure of reading the source codes; and

a code creating procedure of, when a source code, which is related with a pointer operation to be performed for storing a pointer indicating a position in data into a pointer variable, is read by the source code reading procedure, creating a code for performing the pointer operation by storing a pseudo-pointer into the pointer variable;

wherein the pseudo-pointer includes information specified by a reference for identifying the data and offset information for specifying the position in the data identified by the reference, and has a same data length with a pointer variable used in the first execution environment.

5. (Proposed - Currently Amended) A method of compiling source codes, made for a first execution environment where a command for performing a pointer operation can be directly executed into execution codes for a second execution environment where a command for performing a pointer operation cannot be directly executed, comprising:

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a source code reading procedure of reading the source codes; and

a code creating procedure of, when a source code, which is related with a pointer operation to be performed for storing a pointer indicating a position in data into a pointer variable, is read by the source code reading procedure, creating a code for performing the pointer operation by storing a pseudo-pointer into the pointer variable;

wherein the pseudo-pointer includes information specified by a reference for identifying the data and offset information for specifying the position in the data identified by the reference, and has a same data length with a pointer variable used in the first execution environment.

6. (Proposed - Currently Amended) A program processing system that compiles source codes made for a first execution environment where a command for performing a pointer operation can be directly executed into execution codes for a second execution environment where a command for performing a pointer operation cannot be directly executed and executes programs based on execution codes obtained by the compiling, comprising:

a source code reading unit that reads the source codes;

a code creating unit that, when the source code reading unit reads a source code related with a pointer operation to be performed for storing a pointer indicating a position in data into a pointer variable, creates a code for performing the pointer operation by storing a pseudo-pointer into the pointer variable;

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an execution code reading unit that reads an execution code created based on the code created by the code creating unit; and

a program executing unit that, when the execution code reading unit reads the execution code, executes a program for performing the pointer operation using the pseudo-pointer;

wherein the pseudo-pointer includes information specified by a reference for identifying the data and offset information for specifying the position in the data identified by the reference, and has a same data length with a pointer variable used in the first execution environment.

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